

[0137] Further, in the slot machine 1 of the embodiment, as mentioned, if the player touches any one of the plural touch button areas 111~115 in the bonus game, the items concerning with the point of the island corresponding to each of the touch button areas are arranged like the checkers and displayed on the lower liquid crystal display 4. For example, if the player touches the touch button area 115 by the finger, the treasure boxes, which are the items concerning with the golden palace (GOLDEN PALACE), are arranged like the checkers and displayed on the lower liquid crystal display 4 as shown in FIG. 19. The treasure boxes arranged like the checkers are not displayed on the upper liquid crystal display 3. Here, as shown in FIG. 25, the treasure boxes, which are the items concerning with the golden palace (GOLDEN PALACE), may be arranged like checkers and displayed on the upper liquid crystal display 3 and the lower liquid crystal display 4.

[0138] At this point, although the treasure boxes displayed like the checkers on the upper liquid crystal display 3 and the lower liquid crystal display 4 are arranged in each of the checkers formed in the display sheet 101 shown in FIG. 7, the display sheet 101 being stored in the work RAM 84, the treasure boxes displayed on the upper liquid crystal display 3 and the lower liquid crystal display 4 right after the player touches the touch button area 115, are only the treasure boxes arranged within the upper liquid crystal display window 3W and the lower liquid crystal display window 4W, as shown in FIG. 13. Here, the upper liquid crystal display window 3W and the lower liquid crystal display window 4W can be moved along the traced direction as shown in FIG. 25, based on that the player traces the scroll bar 122 for rightward and leftward directions and the scroll bar 123 for upward and downward directions by the finger. Therefore, by utilizing the scroll bar 122 for rightward and leftward directions and the scroll bar 123 for upward and downward directions, any of the treasure boxes arranged in the display sheet 101 can be displayed on the upper liquid crystal display 3 and the lower liquid crystal display 4.

[0139] As mentioned in the above, on the upper liquid crystal display 3 and the lower liquid crystal display 4, both being adjacently disposed in the upper and lower positions, if the items concerning with five touch button areas 111~115 are arranged like the checkers and displayed, display range of the items concerning with five touch button areas 111~115 is spread, thereby selection range of the items on the lower liquid crystal display 4 can be more widely grasped at the same time.

[0140] Here, since the touch panel 30 is not arranged on the upper liquid crystal display 3, the treasure boxes which the player can select are limited to the treasure boxes displayed on the lower liquid crystal display 4. Therefore, when the treasure boxes which the player intends to select are not displayed on the lower liquid crystal display 4, the player makes the treasure boxes display on the lower liquid crystal display 4 by utilizing the scroll bar 122 for rightward and leftward directions and the scroll bar 123 for upward and downward directions, thereafter the treasure boxes are selected based on that the player touches them by the finger.

[0141] However, in the slot machine 1 of the embodiment, in a case that the touch panel 30 is arranged on the upper liquid crystal display 3 and the touch button areas 111~116, the rotation scroll bar 121, the scroll bar 122 for rightward

and leftward directions, the scroll bar 123 for upward and downward directions and the scroll bar 124 to magnify and reduce are displayed on the upper liquid crystal display 3, the touch button areas 111~115 can be selected, thereby the items concerning with the touch button areas 111~115 can be selected.

[0142] In the slot machine 1 of the embodiment, although the symbols to be stopped on the pay line L are determined every each of the variable display portions 22 to 24 (see FIG. 8) in the base game based on the random number values sampled by the random number sampling circuit 56, all symbols to be stopped on the pay line L in each of the variable display portions 22 to 24 may be determined on the basis of the random number values sampled by the random number sampling circuit 56. To realize this, the lottery table shown in FIG. 21 is utilized. FIG. 21 is an explanatory view of a lottery table showing correspondence between winning combinations and payouts when the base game is conducted while utilizing three variable display portions.

[0143] In FIG. 21, the random number value range utilized in the lottery table for winning combinations lies in 0~16383. If the random number value sampled by the random number sampling circuit 56 lies in a range of 0~140, the bonus game is won, thereby the payout of "500" can be obtained. In this case, the trigger symbol 97 is stopped and displayed on the pay line L in the variable display portion 23, thereby the game state can be shifted to the bonus game.

[0144] And if the random number value sampled by the random number sampling circuit 56 lies in a range of 141~185, the winning combination "7-7-7" is won and the payout thereof is "100". In this case, the symbol seven 94 is stopped and displayed on the pay line L in each of the variable display portions 22 to 24. Similarly, if the random number value sampled lies in a range of 186~200, the winning combination "3BAR-3BAR-3BAR" is won and the payout thereof is "5". In this case, the triple BAR 91 is stopped and displayed on the pay line L in each of the variable display portions 22 to 24. And similarly, if the random number value sampled lies in a range of 201~232, the winning combination "2BAR-2BAR-2BAR" is won and the payout thereof is "3". In this case, the double BAR 93 is stopped and displayed on the pay line L in each of the variable display portions 22 to 24. Similarly, if the random number value samples lies in a range of 233~514, the winning combination "BAR-BAR-BAR" is won and the payout thereof is "2". In this case, the single BAR 95 is stopped and displayed on the pay line L in each of the variable display portions 22 to 24. Similarly, if the random number value samples lies in a range of 515~823, the winning combination "cherry-cherry-cherry" is won and the payout thereof is "1". In this case, the cherry 92 is stopped and displayed on the pay line L in each of the variable display portions 22 to 24.

[0145] Here, if the random number value sampled lies in a range of 824~16383, the winning combinations is lost. In this case, the symbol combination other than the above mentioned combinations is stopped and displayed on the pay line L and the payout thereof is nothing.

[0146] The present invention can be adopted to one embodiment in which the game in the bonus mode is executed continuously to the base mode.